



**DWARF WARLORD** 58 POINTS  
LG COMMANDER 5

LVL: 12 MELEE ATTACK  
AC: 22 +16/+11 (15 magic)  
SPD: 4 RANGED ATTACK  
HP: 85 +14, Range 6 (10 magic)

**TYPE:** Humanoid - Dwarf  
**COMMANDER EFFECT:** Followers gain Keen Critical 19 (Scores critical hits on melee attack rolls of natural 19 and 20)  
**SPECIAL ABILITIES:** Cleave; Dodge Giants (+4 AC against Giants); Drive into Peril ☐ (+10 melee damage and push 1 square. Allies adjacent to the target may make an attack of opportunity if the target is pushed.); Keen Critical 18 (Scores critical hits on melee attack rolls of natural 18, 19 and 20); Inspire Dwarves ☐ (Replaces attacks: Dwarf allies within line of sight gain +2 speed and +2 attack until end of round)

01/60 ◆ DUNGEONS & DRAGONS



**ANGEL OF VALOR** 30 POINTS  
LG

LVL: 6 MELEE ATTACK  
AC: 19 +11/+6 (10 magic)  
SPD: F6  
HP: 55

**TYPE:** Outsider  
**SPECIAL ABILITIES:** Fearless; Flight; Lightning Strike ☐ (Replaces attacks; adjacent enemies take 30 electricity damage; DC 15); Resist 10 Acid, Cold, Electricity; Valorous Death ☐ (Replaces attacks; adjacent enemies take 30 electricity damage; DC 15, after resolving, this creature is destroyed)

02/60 ★ DUNGEONS & DRAGONS



**CLERIC OF PELOR** 32 POINTS  
LG/CG COMMANDER 4

LVL: 6 MELEE ATTACK  
AC: 18 +8 (10 magic)  
SPD: 5  
HP: 50

**TYPE:** Humanoid - Human  
**COMMANDER EFFECT:** Undead enemies take an additional 5 damage whenever they take damage from any source  
**SPECIAL ABILITIES:** Greater Turn Undead 6 ☐ (as Turn Undead, but creature that fails the morale save is destroyed); Illuminator (Creatures within 6 squares do not benefit from Conceal, Hide or Invisibility)  
**SPELLS:** 3rd level- Searing Light ☐☐ (sight; 10 damage, or 20 damage against Undead); 2nd level- Cure Moderate Wounds ☐ (touch; heal 10 hp); Elation ☐ (allies within 6 squares gain +5 melee damage and +2 speed until the end of the round); 1st level- Endure Elements ☐ (touch; target creature gains resist 10 to energy type of your choice)

03/60 ◆ DUNGEONS & DRAGONS



**HALFLING PALADIN** 21 POINTS  
LG COMMANDER 2

LVL: 7 MELEE ATTACK  
AC: 20 +11/+6 (10 magic)  
SPD: 4  
HP: 60

**TYPE:** Small Humanoid - Halfling  
**COMMANDER EFFECT:** Followers cannot be the target of a charge  
**SPECIAL ABILITIES:** Fearless; Lay on Hands ☐ (Replaces attacks; touch; heal 10 hp); Lucky ☐ (Immediate; reroll 1 attack or save this creature just made); Vindicating Blow ☐ (When this creature successfully hits an enemy, this creature or an ally within 5 squares heals 10 hp); Willing to Follow

04/60 ◆ DUNGEONS & DRAGONS



**YOUNG SILVER DRAGON** 62 POINTS  
LG

LVL: 10 MELEE ATTACK  
AC: 21 +13/+11/+11 (15/10/10)  
SPD: F8  
HP: 95

**TYPE:** Large Dragon  
**SPECIAL ABILITIES:** Breath Weapon ☐ (Replaces attacks; cone; 25 cold damage; DC 17); Breath Weapon ☐ (Replaces attacks; cone; Paralysis; DC 17); Double Damage from Fire; Dragon Traits; Flight; Human Friend (Human allies gain morale save +2); Immune Acid, Cold

05/60 ★ DUNGEONS & DRAGONS



**ELF ARCHER** 10 POINTS  
CG

LVL: 1 MELEE ATTACK  
AC: 15 +2 (5)  
SPD: 6 RANGED ATTACK  
HP: 10 +4/+4 (5)

**TYPE:** Humanoid - Elf  
**SPECIAL ABILITIES:** Elf Traits

06/60 ◆ DUNGEONS & DRAGONS



**DEATH KNIGHT** 80 POINTS  
LE

LVL: 10 MELEE ATTACK  
AC: 23 +19/+14 (20 magic)  
SPD: 4  
HP: 65

**TYPE:** Undead  
**SPECIAL ABILITIES:** Abyssal Blast 25 ☐ (Replaces attacks: sight, radius 4; 25 fire damage; DC 15); DR 5; Fearless; Immune Cold, Electricity; Spell Resistance; Undead Traits

07/60 ★ DUNGEONS & DRAGONS



**ORC RAIDER** 12 POINTS  
CE

LVL: 3 MELEE ATTACK  
AC: 15 +10 (10)  
SPD: 9  
HP: 25

**TYPE:** Humanoid - Orc  
**SPECIAL ABILITIES:** Melee Sneak Attack +5

08/60 ◆ DUNGEONS & DRAGONS



**YOUNG RED DRAGON** 52 POINTS  
CE

LVL: 10 MELEE ATTACK  
AC: 19 +12/+10/+10 (20/15/15)  
SPD: F9  
HP: 95

**TYPE:** Large Dragon  
**SPECIAL ABILITIES:** Breath Weapon ☐ (Replaces attacks; cone; 25 fire damage; DC 17); Double Damage from Cold; Dragon Traits; Flight; Immune Fire; Menacing Ally (Allies gain +1 attack)

09/60 ★ DUNGEONS & DRAGONS



**GARGOYLE** **21**  
POINTS

CE

**LVL:** 4      **MELEE ATTACK**  
**AC:** 16      +6/+4 (10)  
**SPD:** F8  
**HP:** 35

**TYPE:** Monstrous Humanoid  
**SPECIAL ABILITIES:** DR 5; Flight; Hide



**ONI** **38**  
POINTS

LE/CE

**LVL:** 8      **MELEE ATTACK**  
**AC:** 16      +12/+7 (15 magic)  
**SPD:** 8  
**HP:** 60

**TYPE:** Large Giant  
**SPECIAL ABILITIES:** Blink Out ☐ (swift; until the end of its turn, this creature gains Incorporeal); Melee Reach 2; Melee Sneak Attack +10; Spell Resistance  
**SPELLS:** 3rd level- Freezing Blast ☐ (cone; 20 cold damage; DC 15); Lightning Bolt ☐ (line 12; 20 lightning damage; DC 15)



**CHILLBORN** **18**  
POINTS

LE

**LVL:** 5      **MELEE ATTACK**  
**AC:** 17      +10 (5 + 5 Cold)  
**SPD:** 4  
**HP:** 35

**TYPE:** Undead  
**SPECIAL ABILITIES:** Double Damage from Fire; Fearless; Ice Reaper (+5 cold damage if an ally within 5 squares has resist cold or immune cold); Immune Cold; Undead Traits



**DROW SPIDERGUARD** **26**  
POINTS

CE

**LVL:** 6      **MELEE ATTACK**  
**AC:** 17      +10/+5 (5 magic + 5 fire)  
**SPD:** 6  
**HP:** 40

**TYPE:** Humanoid – Drow – Elf  
**SPECIAL ABILITIES:** Conceal 6; Melee Sneak Attack +5; Spider Guard ☐ (Immediate; when a higher level ally within 6 is attacked, this creature may move up to its speed); Spell Resistance



**EYE OF FLAME** **61**  
POINTS

LE

**LVL:** 10      **MELEE ATTACK**  
**AC:** 21      +2 (5)  
**SPD:** F5  
**HP:** 70

**TYPE:** Large Aberration  
**SPECIAL ABILITIES:** Flight; Immune Fire; Double Eye Ray (Replaces attacks; sight; roll d20 twice; each time, use indicated effect or any effect with a lower number, choose target after each roll):  
 1-6 Telekinesis (sight; slight target creature up to 2 spaces, DC 17, allies can voluntarily fail)  
 7-11 Fire Ray (sight; 15 fire damage; DC 17)  
 12-15 Flame Strike (sight, radius 2; 20 fire damage; DC 17)  
 16-18 Fear (sight; Morale Save)  
 19-20 Fire Storm (all enemies within 4 squares; 25 fire damage; DC 17)



**IMMOLITH** **83**  
POINTS

CE

**LVL:** 10      **MELEE ATTACK**  
**AC:** 21      +14/+14/+14 (15 + Grab)  
**SPD:** 8  
**HP:** 110

**TYPE:** Large Outsider – Demon – Elemental – Undead  
**SPECIAL ABILITIES:** Elemental Traits; Fearless; Grab (Pull target to adjacent space; DC 16); Immune Fire, Poison; Melee Reach 4; Pale Fire (Replaces Attacks; adjacent living creatures take 15 fire damage; DC 16); Spell Resistance; Undead Traits



**SHADOW DEMON** **42**  
POINTS

CE

**LVL:** 7      **MELEE ATTACK**  
**AC:** 16      +11/+11 (15)  
**SPD:** F6  
**HP:** 45

**TYPE:** Outsider – Demon  
**SPECIAL ABILITIES:** Blindsight; Damning Darkness ☐☐ (Replaces attacks; range 6, radius 2; 10 damage or 20 damage to good creatures; DC 15); Flight; Immune Poison; Incorporeal



**WARRIOR WIGHT** **30**  
POINTS

LE

**LVL:** 7      **MELEE ATTACK**  
**AC:** 19      +11 (10 magic + Level Drain)  
**SPD:** 6  
**HP:** 55

**TYPE:** Undead  
**SPECIAL ABILITIES:** Blind-Fight; Fearless; Level Drain (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 HP); Shield Proficiency (+2 AC when only one enemy creature is adjacent); Undead Traits



**HOWLING HAG** **22**  
POINTS

LE

**LVL:** 5      **MELEE ATTACK**  
**AC:** 17      +11 (10 magic + Level Drain)  
**SPD:** 4  
**HP:** 40

**TYPE:** Outsider  
**SPECIAL ABILITIES:** Disguise Self (Until it attacks or casts a spell, this creature had Invisible); DR 5; Immune Cold, Fire, Sleep; Shriek of Pain ☐☐ (Replaces attacks; cone; 15 sonic damage; DC 16); Spell Resistance  
**SPELLS:** 2nd level - Inflict Moderate Wounds ☐ (touch; 10 negative damage; DC 14)  
 1st level - Cause Fear ☐☐ (range 6; target creature of level 5 or below makes a morale save);



**MAGMA BRUTE** **57**  
POINTS

CE

**LVL:** 9      **MELEE ATTACK**  
**AC:** 19      +13/+13 (15 + 10 fire)  
**SPD:** 4  
**HP:** 90

**TYPE:** Elemental  
**SPECIAL ABILITIES:** **Death Burst** (15 fire damage; DC 17); **Double Damage from Cold**; **DR 5**; **Elemental Traits**; **Immune Fire**; **Magma Burst**  (Replaces attacks; range 6, radius 2; 20 fire damage and stun; DC 16); **Melee Reach 2**

19/60 ◆ DUNGEONS & DRAGONS



**VROCK** **79**  
POINTS

CE

**LVL:** 10      **MELEE ATTACK**  
**AC:** 22      +14/+14 (15)  
**SPD:** F6  
**HP:** 115

**TYPE:** Large Outsider  
**SPECIAL ABILITIES:** **Difficult 6**; **DR 5**; **Flight**; **Immune Electricity, Poison**; **Melee Reach 2**; **Resist 10 Acid, Cold, Fire**; **Spell Resistance**; **Spores**  (swift; adjacent creatures take 10 Poison damage); **Stunning Screech**  (Replaces attacks; adjacent creatures; Stun; DC 22)

20/60 ★ DUNGEONS & DRAGONS



**ASCENDANT HELLSWORD** **96**  
POINTS

LE  
COMMANDER 4

**LVL:** 11      **MELEE ATTACK**  
**AC:** 22      +18/+18 (15 magic + 5 cold/  
**SPD:** F8      15 magic + 5 fire)  
**HP:** 105

**TYPE:** Large Outsider - Devil  
**COMMANDER EFFECT:** Outsider followers that activate within 6 squares of this commander gain Tactics (When you activate this creature, choose whether it counts against your limit of activating 2 creatures per phase)  
**SPECIAL ABILITIES:** **DR 5**; **Flight**; **Immune Acid, Fire, Poison**; **Resist 10 Cold**; **Spell Resistance**

21/60 ★ DUNGEONS & DRAGONS



**RAKSHASA BARON** **75**  
POINTS

LE  
COMMANDER 5

**LVL:** 11      **MELEE ATTACK**  
**AC:** 23      +11/+11 (10 magic)  
**SPD:** 8  
**HP:** 85

**TYPE:** Outsider  
**COMMANDER EFFECT:** Followers gain Multiple Threats (All enemies adjacent to this creature are considered to be flanked)  
**SPECIAL ABILITIES:** **DR 5**; **Mirror Image**  (Immediate; whenever an attack would hit this creature, the attack misses instead on a roll of 11+); **Spell Resistance**  
**SPELLS:** *Psionics:* 18pp – *Ego Whip* 3pp (sight; level -2; DC 14); *Mind Thrust* 4pp (range 6; 35 damage, living creatures only; DC 15 negates); *Psionics Hold Monster* 9pp (range 6; paralyzed, save at end of each of creature's turns; DC 17); *Specified energy adaptation* 3pp (self; Resist 10 to chosen energy type)

22/60 ★ DUNGEONS & DRAGONS



**VAMPIRE SPAWN** **23**  
POINTS

CE

**LVL:** 4      **MELEE ATTACK**  
**AC:** 15      +5 (5 + Life Drain)  
**SPD:** 6  
**HP:** 30

**TYPE:** Undead  
**SPECIAL ABILITIES:** **DR 5**; **Fearless**; **Life Drain 5** (If target is a living creature, this creature gains +5 HP [maximum 30 HP]); **Resist 10 Cold, Electricity**

23/60 ● DUNGEONS & DRAGONS



**CHAMPION OF BAPHOMET** **66**  
POINTS

CE  
COMMANDER 3

**LVL:** 10      **MELEE ATTACK**  
**AC:** 20      +14/+12 (20 magic)  
**SPD:** 6  
**HP:** 90

**TYPE:** Large Monstrous Humanoid  
**COMMANDER EFFECT:** Follower that activate within 6 squares of this commander gain Powerful Charge +10 until end of turn  
**SPECIAL ABILITIES:** **Cleave**; **Death Strike** (When this creature's HP are reduced to 0 or lower, it can make 1 immediate attack); **Immune Confusion**; **Melee Reach 2**; **Powerful Charge +10** (Melee damage +10 when charging)  
**SPELLS:** 1st level - *Charm Person*  (range 6; confusion, Humanoid only, ends after target creature's next turn; DC 14)

24/60 ★ DUNGEONS & DRAGONS



**BALHANNOTH** **53**  
POINTS

CE

**LVL:** 8      **MELEE ATTACK**  
**AC:** 18      +13/+13 (20)  
**SPD:** 4  
**HP:** 95

**TYPE:** Large Aberration  
**SPECIAL ABILITIES:** **Immune Confusion**, **Gaze Attack**, **Poison**, **Sleep**; **Melee Reach 3**; **Reality Burst** (Roll 1d20 at the start of each of this creature's turns to determine a random immediate action: 1-10: place this creature up to 12 squares away in line of sight toward this creature start area; 11-20: may make an immediate melee attack); **Spell Resistance**; **Tentacle Flail**  (Make a separate melee attack against each enemy within reach); **Warp**  (Immediate; when an enemy within 3 squares casts a spell, roll 1d20; on a roll of 11-20, the spell has no effect and this creature can pull the enemy 1 square)

25/60 ★ DUNGEONS & DRAGONS




**MIND FLAYER SCOURGE** **90**  
POINTS

LE  
COMMANDER 5

**LVL:** 11      **MELEE ATTACK**  
**AC:** 20      +16/+16 (10 magic)  
**SPD:** 6  
**HP:** 85

**TYPE:** Aberration - Mind Flayer  
**COMMANDER EFFECT:** Followers gain +2 attack; or followers gain +2 attack and +5 damage against stunned enemies  
**SPECIAL ABILITIES:** **Mind Blast** (Replaces attacks; cone; Stun; DC 18); **Rend +15**; **Soulsucker** (Immediate, whenever an adjacent living enemy is destroyed, this creature gains 5pp [cannot be raised above starting total]); **Spell Resistance**  
**SPELLS:** *Psionics:* 20pp – *Ego Whip* 3pp (sight; level -2; DC 14); *Id Insinuation* 3pp (any commander within 6 squares; Commander Rating -2 [minimum 0]); *Body Adjustment* 5pp (self; heal 15 damage); *Hostile Empathic Transfer* 5pp (touch; only when damaged, 25 damage and this creature heals the amount of damage dealt; DC 15); *Mind Twist* 7pp (sight; 20 damage and Stun; DC 16)

26/60 ★ DUNGEONS & DRAGONS



**TROGLODYTE BONECRUSHER** **18**  
POINTS

CE

**LVL:** 5      **MELEE ATTACK**  
**AC:** 18      +7/+2 (15)  
**SPD:** 7  
**HP:** 45

**TYPE:** Humanoid – Reptilian - Troglodyte  
**SPECIAL ABILITIES:** **Stench** (Adjacent living creatures without Stench get attack -2, save -2 and -2 AC)

27/60 ● DUNGEONS & DRAGONS



**VAMPIRE VIZIER** 51 POINTS  
LE/CE COMMANDER 4

LVL: 8 MELEE ATTACK  
AC: 19 +12/+12 (10 + Level Drain/10)  
SPD: 6  
HP: 65

**TYPE:** Undead  
**COMMANDER EFFECT:** Undead followers gain Immune Turn Undead  
**SPECIAL ABILITIES:** **Domination Surge** (Replaces attacks; range 6 Dominate [Target humanoid enemy makes a single immediate attack as if it were a member of your warband]; DC 18); **DR 5; Fearless; Level Drain** (Whenever this creature's melee attack deals damage to a living creature, the damaged creature gains attack -1 and save -1, and this creature gains +5 HP); **Resist 10 Cold, Electricity; Undead Traits; Vampire Noble** (Undead allies gain +2 attack)

28/60 ★ DUNGEONS & DRAGONS



**ICE ARCHON** 66 POINTS  
LE

LVL: 10 MELEE ATTACK  
AC: 22 +16/+11 (15 magic + 5 cold)  
SPD: 7  
HP: 85

**TYPE:** Elemental  
**SPECIAL ABILITIES:** **Cold Healing 10** (This creature heals 10 HP each time it is subjected to cold damage); **Death Burst** (20 Cold damage; DC 19); **Elemental Traits; Ice Spikes** (An enemy that moves into any square adjacent to this creature or that activates within those squares, takes 5 cold damage); **Immune Cold**

29/60 ♦ DUNGEONS & DRAGONS



**LAMIA** 98 POINTS  
LE/CE

LVL: 11 MELEE ATTACK  
AC: 21 +16/+11 (15 + Contagion)  
SPD: 8  
HP: 70

**TYPE:** Fey – Swarm – Undead - Vermin  
**SPECIAL ABILITIES:** **Contagion** (Whenever affected creature activates, it takes 10 damage; DC 17 negates); **Fearless; Spell Resistance; Summon Swarm** □ (Replaces attacks; summon Swarm creatures with a total cost of 40 or less); **Swarming Form** (This creature takes only half damage from melee and ranged attacks, rounded down [minimum 5 damage]); **Undead Traits; Vermin Form** □ (Immediate; if this creature is reduced to 0 HP, this creature appears with 10 HP in any victory area within 6 squares; if no victory area is within 6 squares, or if this creature is within a victory area when reduced to 0 HP, this ability has no effect); **Vermin Traits**

30/60 ★ DUNGEONS & DRAGONS



**GNOLL MARAUDER** 18 POINTS  
CE

LVL: 4 MELEE ATTACK  
AC: 15 +8 (15)  
SPD: 7  
HP: 50

**TYPE:** Humanoid – Gnoll  
**SPECIAL ABILITIES:** **Headstrong** (As long as you control no higher-level creature within 6 squares, this creature gains melee damage +5); **Pack Fervor** (+2 attack and morale save +4 if there is at least 1 other active creature whose name contains Gnoll within 6 squares)

31/60 • DUNGEONS & DRAGONS



**BUGBEAR HEADREAVER** 24 POINTS  
CE

LVL: 5 MELEE ATTACK  
AC: 16 +8/+8 (15)  
SPD: 7  
HP: 45

**TYPE:** Humanoid – Goblinoid – Bugbear  
**SPECIAL ABILITIES:** **Aura of Fear 2** (Enemies in squares threatened by this creature gain morale save -2); **Head Hunter** (Declare before making an attack; if that attack reduces an enemy to 0 HP or less, +10 VP; otherwise -5 VP)

32/60 ♦ DUNGEONS & DRAGONS



**DWARF SHIELDMAIDEN** 49 POINTS  
LG

LVL: 11 MELEE ATTACK  
AC: 23 +15/+10 (15 magic)  
SPD: 5  
HP: 90

**TYPE:** Humanoid – Dwarf  
**SPECIAL ABILITIES:** **Deny the Weak** □ (When an enemy of lower level attacks this creature, that attack automatically misses); **Keen Critical 19** (Score critical hits on melee attack rolls of natural 19 and 20); **Phalanx Fighting** (+2 AC while adjacent to an ally with Phalanx Fighting); **Shield Other** (Immediate; adjacent ally gains +3 AC and this creature gains -3 AC until the end of the round)

33/60 ♦ DUNGEONS & DRAGONS



**GOBLIN PICADOR** 6 POINTS  
LE

LVL: 2 MELEE ATTACK  
AC: 15 +5 (5)  
SPD: 6 RANGED ATTACK  
HP: 15 +5, range 6 (5)

**TYPE:** Humanoid – Goblinoid – Goblin  
**SPECIAL ABILITIES:** **Battle Training** □ (Use during set-up; +5 HP if in a warband with a Hobgoblin commander)

34/60 • DUNGEONS & DRAGONS



**HUMAN FIGHTER** 24 POINTS  
LG/CG

LVL: 6 MELEE ATTACK  
AC: 18 +11/+6 (15)  
SPD: 5  
HP: 55

**TYPE:** Humanoid – Human  
**SPECIAL ABILITIES:** **Blind-Fight; Cleave; Combat Reflexes** (Can make up to 2 attack of opportunity each turn); **Great Cleave** (no limit to the number of cleave attacks in a turn)

35/60 ♦ DUNGEONS & DRAGONS



**IRON DEFENDER** 8 POINTS  
LG

LVL: 3 MELEE ATTACK  
AC: 18 +5 (5)  
SPD: 6  
HP: 20

**TYPE:** Small Construct  
**SPECIAL ABILITIES:** **Blindsight; Construct Traits; Dwarf Built** (When this creature activates adjacent to a dwarf ally, gets +2 speed until the end of the turn); **Fearless; Provoke** □ (swift; adjacent enemies must choose this creature as the target of all their melee attacks until the beginning of this creature's next turn)

36/60 • DUNGEONS & DRAGONS



**DIRE WOLF** **22**  
POINTS

ANY

**LVL:** 6      **MELEE ATTACK**  
**AC:** 14      +11 (15)  
**SPD:** 10  
**HP:** 45

**TYPE:** Large Animal  
**SPECIAL ABILITIES:** **Difficult 20;**  
**Stunning Attack** □ (Stun; DC 18)



**ETTIN  
JACK-OF-IRONS** **71**  
POINTS

CE

**LVL:** 9      **MELEE ATTACK**  
**AC:** 18      +12/+12 (20)  
**SPD:** 5  
**HP:** 105

**TYPE:** Large Giant  
**SPECIAL ABILITIES:** **Dual Activation;**  
**Immune Flanking; Melee Reach 2; Two Weapon**  
**Advantage** (If this creature hits on an attack of  
opportunity, it may make an immediate attack)



**EVERFROST  
RANGER** **31**  
POINTS

CG

**LVL:** 6      **MELEE ATTACK**  
**AC:** 16      +10/+8 (10 magic/5 magic)  
**SPD:** 8      **RANGED ATTACK**  
**HP:** 50      +8 (10 magic + 5 cold)

**TYPE:** Humanoid - Human  
**SPECIAL ABILITIES:** **Keen Critical 19** (Score  
critical hits on melee attack rolls of natural 19 or  
20); **Resist 5 Cold; Whirlwind Attack** (On its turn,  
if this creature moves no more than 1 square, it  
can make a separate melee attack against each  
creature within its Melee Reach)



**GRIFFON** **28**  
POINTS

CG

**LVL:** 7      **MELEE ATTACK**  
**AC:** 17      +11/+8 (10)  
**SPD:** F8  
**HP:** 60

**TYPE:** Large Magical Beast  
**SPECIAL ABILITIES:** **Bloodlust** (If this creature  
reduces a living enemy's HP to 0 with a melee  
attack, this creature gains Fearless [Always  
succeeds on morale saves]); **Flight; Pounce** (This  
creature can use all its melee attacks when  
charging); **Reud +10** (If this creature hits 1 enemy  
with both melee attacks on the same turn,  
damage +10 to second attack)



**KOBOLD  
ARCHER** **6**  
POINTS

LE

**LVL:** 2      **MELEE ATTACK**  
**AC:** 15      +1 (5)  
**SPD:** 6      **RANGED ATTACK**  
**HP:** 10      +3 (5)

**TYPE:** Small Humanoid - Kobold - Reptilian  
**SPECIAL ABILITIES:** **First Arrow** (Until this  
creature is targeted by an enemy with an attack,  
spell or special ability, this creature gains ranged  
attack +2 and ranged damage +5)



**WYVERN** **36**  
POINTS

CG/CE

**LVL:** 7      **MELEE ATTACK**  
**AC:** 18      +10/+8/+8 (10 + Poison/10/10)  
**SPD:** F4  
**HP:** 60

**TYPE:** Large Dragon  
**SPECIAL ABILITIES:** **Dragon Traits; Flight;**  
**Incited** (Each round, this creature must activate  
before any nonincited creatures in its warband);  
**Poison** (5 damage whenever poisoned creature  
activates; DC 17)



**DEFIANT RAKE** **15**  
POINTS

CG

**LVL:** 4      **MELEE ATTACK**  
**AC:** 18      +5 (10)  
**SPD:** 6      **RANGED ATTACK**  
**HP:** 35      +7, range 6 (10)

**TYPE:** Humanoid - Human  
**SPECIAL ABILITIES:** **Hide;**  
**Melee Sneak Attack +5; Mobility** (+4 AC against  
Attacks of Opportunity); **Seize the Initiative** (On  
its turn, this creature gets melee damage +5  
whenever it is the first to activate in a round)



**EMERALD ORB  
WIZARD** **33**  
POINTS

LG/CG

**LVL:** 7      **MELEE ATTACK**  
**AC:** 19      +6 (5 magic)  
**SPD:** 6  
**HP:** 40

**TYPE:** Humanoid - Human  
**SPECIAL ABILITIES:** **Orb Prediction** □  
(Immediate; when a spell, special ability, melee or ranged  
attack targets this creature, prevent that and place this creature  
up to 3 squares away within line of sight)  
**SORCERER SPELLS:** 3rd - **Fireball** □□ (sight, radius 4;  
20 fire damage; DC 15); **Ring of Blades** (self; any creature  
that activates when adjacent to this creature takes 10 damage,  
ignore Spell Resistance); 2nd - **Ice Knife** □□ (sight; 10 cold  
damage, -2 AC); **Scorching Ray** (range 6; 15 fire damage);  
1st - **Cold Orb** □□□ (range 6; 5 cold damage; ignore  
Spell Resistance); **Force Orb** (range 12; 5 damage; ignore  
Incorporeal); **Acid Orb** (range 6; 5 acid damage; ignore  
Spell Resistance);



**GRICK** **5**  
POINTS

CE

**LVL:** 2      **MELEE ATTACK**  
**AC:** 16      +6/+6 (5 magic)  
**SPD:** 6  
**HP:** 10

**TYPE:** Aberration  
**SPECIAL ABILITIES:** **Difficult 20; DR 5;**  
**Ravenous Hunger** (When this creature destroys  
a living enemy, its speed is reduced to 0);  
**Wandering Monster** (Sets up on a random victory  
area instead of your starting area)



### SPECTRAL MAGELORD

26  
POINTS

LVL: 6      MELEE ATTACK  
AC: 14      +5 (5 magic)  
SPD: F6  
HP: 35

**TYPE:** Outsider - Fey  
**SPECIAL ABILITIES:** **Flight**; **Force Spells** (All spells cast by this creature ignore Incorporeal); **Incorporeal**; **Wandering Monster** (Sets up on a random victory area instead of your starting area)  
**SORCERER SPELLS:** 4th - **Make Manifest** □ (range 6; target creature loses Incorporeal; DC 16); 3rd - **Aether Burst** □ (range 6, radius 2; 15 damage and Stun; DC 15), **Spectral Dissipation** (sight; 20 damage and -5 damage [minimum 5]; DC 15); 2nd - **Aether Blast** □□ (sight; 15 damage and Stun; DC 14)

46/60 ★ DUNGEONS & DRAGONS



### TIEFLING WARLOCK

25  
POINTS

LVL: 6      MELEE ATTACK  
AC: 16      +7 (5 + Hideous Blow)  
SPD: 6  
HP: 30

**TYPE:** Outsider  
**SPECIAL ABILITIES:** **Conceal 6**; **DR 5**; **Hideous Blow** (10 damage; Spell Resistance applies); **Resist 5 Cold, Electricity, Fire**  
**SPELL:** 3rd - **Eldritch Chain** [unlimited] (range 6; 10 damage to target and another enemy within line of sight and within 6 squares of target)

47/60 ◆ DUNGEONS & DRAGONS



### WARFORGED INFILTRATOR

34  
POINTS

LVL: 7      MELEE ATTACK  
AC: 18      +9/+4 (10)  
SPD: 7      RANGED ATTACK  
HP: 55      +10, range 6 (10 magic)

**TYPE:** Construct - Living Construct  
**SPECIAL ABILITIES:** **Covert Agent** □ (Use at the end of the round; if this is the only creature in one of your victory areas, +10 VP); **Hide**; **Living Construct Traits** (Has only immune Level Drain, Paralysis, Poison, Sleep); **Melee Sneak Attack +5**; **Ranged Sneak Attack +5**; **Scout**; **Stable Footing** (Not slowed by difficult terrain)

48/60 ◆ DUNGEONS & DRAGONS



### RUNECARVED EIDOLON

52  
POINTS

LVL: 8      MELEE ATTACK  
AC: 20      +14 (20 magic)  
SPD: 4      RANGED ATTACK  
HP: 60      +13 (20 magic)

**TYPE:** Large Construct  
**SPECIAL ABILITIES:** **Construct Traits**; **DR 5**; **Eidolon Programming** (Cannot attack until attacked or an ally is destroyed); **Guard** (Adjacent allies gain +2 AC and +2 save); **Fearless**; **Melee Reach 2**; **Perfect Representation** (Allies within line of sight of this creature gain +2 attack and +5 damage); **Slow Ranged Attack**; **Spell Resistance**

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### DROW WAND MAGE

50  
POINTS

LVL: 9      MELEE ATTACK  
AC: 19      +6 (5 magic)  
SPD: 7  
HP: 45

**TYPE:** Humanoid - Drow - Elf  
**SPECIAL ABILITIES:** **Conceal 6**; **Deflect Arrows** (+4 AC against ranged attacks); **Elf Traits**; **Quick Draw** (this creature may use up to two different wands if it does not move); **Spell Resistance**; **Wand of Fireballs** □□ (Replaces attacks; sight, radius 2; 20 fire damage; DC 15; SR applies); **Wand of Magic Missiles** (Replaces attacks; sight; 5 damage, ignores Incorporeal; SR applies); **Wand of Slow** □□ (Replaces attacks; sight; Slow [can't attack and move on the same turn and can't make more than 1 attack per turn] until the end of its next activation; DC 15; SR applies)  
**SPELL:** 5th - **Greater Fire Burst** □ (can cast while adjacent to enemy creatures, radius 2 centered on caster, other creatures take 20 fire damage; DC 17); 3rd - **Resonating Bolt** □ (line 12; 20 damage and -2 AC; DC 15); 2nd - **Sound Burst** □ (range 6; radius 2; 5 sonic damage and Stun; DC 14 negates)

50/60 ◆ DUNGEONS & DRAGONS



### SHADE KNIGHT

45  
POINTS

LVL: 9      MELEE ATTACK  
AC: 21      +13/+8 (10 magic)  
SPD: 6  
HP: 55

**TYPE:** Humanoid - Human  
**COMMANDER EFFECT:** Followers gain **Ghost Touch** and +2 attack against living enemies  
**SPECIAL ABILITIES:** **Blink Out** □ (swift, on its turn, this creature gains Incorporeal); **Conceal 6**; **Ghost Touch** (This creature's melee attacks ignore Incorporeal); **Immune Confusion, Dominate, Incite, Poison**; **Shadowed Blade** (Whenever this creature hits with an attack roll of natural 16+, living target gains -2 attack, -5 damage [minimum 5])

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### SKELETAL TOMB GUARD

69  
POINTS

LVL: 10      MELEE ATTACK  
AC: 16      +10/+10/+10/+10 (15 magic)  
SPD: 8  
HP: 105

**TYPE:** Undead  
**SPECIAL ABILITIES:** **Fearless**; **Multiple Threats** (All enemies adjacent to this creature are considered to be flanked); **Undead Traits**; **Wandering Monster** (Sets up on a random victory area instead of your start area)

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### BULETTE

57  
POINTS

LVL: 9      MELEE ATTACK  
AC: 22      +16/+11 (15)  
SPD: 8  
HP: 95

**TYPE:** Large Magical Beast  
**SPECIAL ABILITIES:** **Burrow 4**; **Earthcrest** □ (Replaces attacks; move at least 3 squares then all creatures within 2 squares take 25 damage; DC 18)

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### DEATHJUMP SPIDER

11  
POINTS

LVL: 3      MELEE ATTACK  
AC: 15      +4 (10 + Poison)  
SPD: 6  
HP: 25

**TYPE:** Vermin - Spider  
**SPECIAL ABILITIES:** **Death from Above** □□ (Replaces attacks; move up to 6 squares, at least 1, as if with Flight and then attack an adjacent enemy with +2 attack); **Poison** (5 damage whenever poisoned creature activates; DC 13); **Vermin Traits**

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**FEN HYDRA** **93**  
POINTS

LE/CE

**LVL:** 11      **MELEE ATTACK**  
**AC:** 20      +11/+11/+11/+11 (10)  
**SPD:** 4  
**HP:** 110

**TYPE:** Large Magical Beast  
**SPECIAL ABILITIES:** **Combat Reflexes** (Can make 2 attacks of opportunity each turn); **Dual Activation** (This creature can take two turns in each round; each turn counts as one of your activations in that phase); **Immune Flanking**; **Melee Reach 3**



**GIANT CENTIPEDE** **9**  
POINTS

ANY

**LVL:** 2      **MELEE ATTACK**  
**AC:** 18      +6 (5)  
**SPD:** 7  
**HP:** 20

**TYPE:** Vermin  
**SPECIAL ABILITIES:** **Blindsight**; **Mobility** (+4 AC against attacks of opportunity); **Natural Soul** (+2 attack and +5 damage while under command of a Beastmaster); **Stable Footing** (Not slowed by difficult terrain); **Vermin Traits**



**HOOK HORROR** **39**  
POINTS

LE

**LVL:** 10      **MELEE ATTACK**  
**AC:** 22      +13/+13 (10)  
**SPD:** 4  
**HP:** 65

**TYPE:** Large Aberration  
**SPECIAL ABILITIES:** **Blindsight**; **Feast** (When this creature reduces a living enemy to 0 HP, this creature makes a morale save); **Melee Reach 2**; **Rend +20**



**SHADOWHUNTER BAT** **10**  
POINTS

ANY

**LVL:** 3      **MELEE ATTACK**  
**AC:** 18      +4 (5)  
**SPD:** F7  
**HP:** 20

**TYPE:** Magical Beast  
**SPECIAL ABILITIES:** **Blindsight**; **Conceal 6**; **Flight**; **Flyby Attack** (Replace turn; this creature can move up to its speed and make a single melee attack at any point during its move); **Hide**; **Hunter +5** (Melee damage +5 unless more than 1 enemy is adjacent); **Shadow Hunter** (+4 attack against a creature with Hide)



**SPECTRAL PANTHER** **32**  
POINTS

CG

**LVL:** 6      **MELEE ATTACK**  
**AC:** 18      +10/+10 (10)  
**SPD:** 8  
**HP:** 45

**TYPE:** Magical Beast  
**SPECIAL ABILITIES:** **Hide**; **Incorporeal**; **Pounce** (This creature can use all its melee attacks when charging); **Rend +10**



**BRALANI** **43**  
POINTS

CG      COMMANDER 3

**LVL:** 7      **MELEE ATTACK**  
**AC:** 20      +12/+7 (5 magic)  
**SPD:** F6      **RANGED ATTACK**  
**HP:** 65      +12/+7 (10 magic)

**TYPE:** Outsider  
**COMMANDER EFFECT:** Followers gain +2 attack against flyers  
**SPECIAL ABILITIES:** **DR 5**; **Flight**; **Immune Electricity**; **Resist 10 Cold, Fire**; **Slay Commander Arrow** ☐ (If this creature's ranged attack hits an enemy commander, destroy that enemy; DC 14); **Spell Resistance**; **Whirlwind Blast** ☐ (Replaces attacks; line 12; 20 damage and push affected creatures 1 square; DC 16)